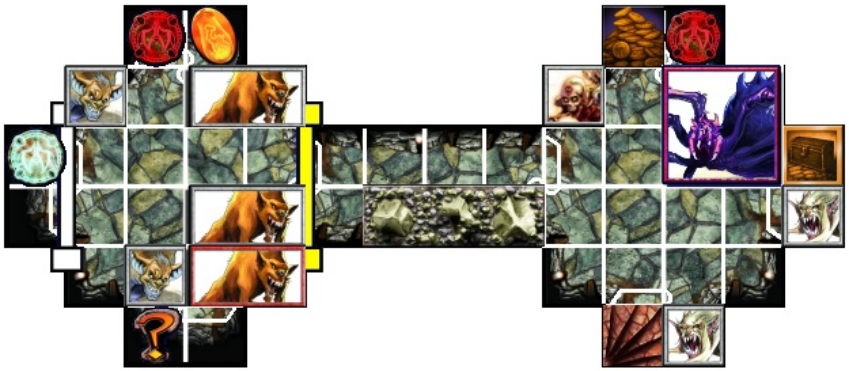
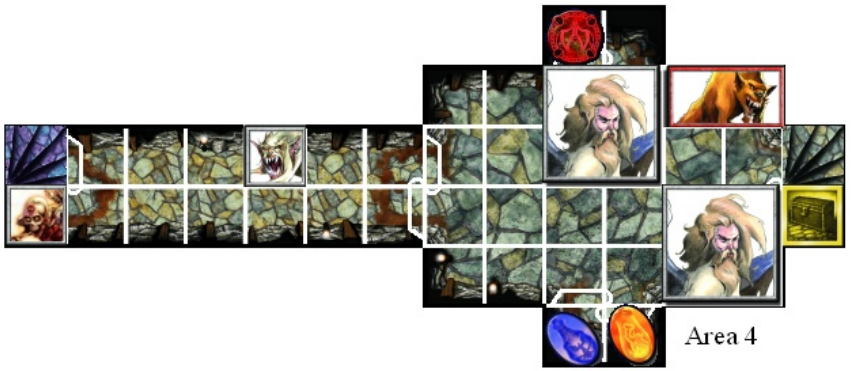
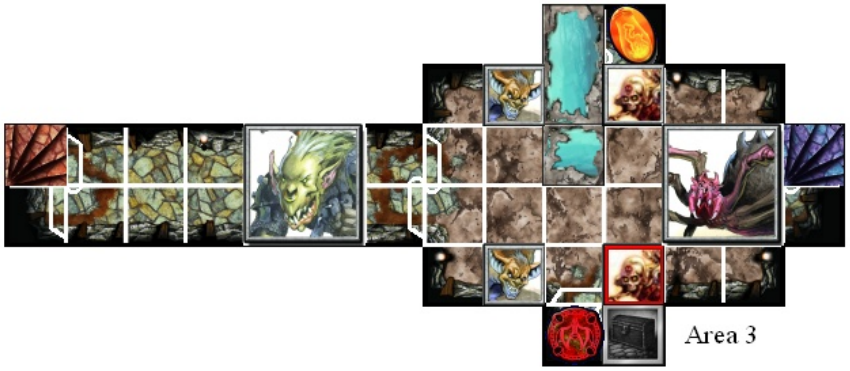
Area 1



Area 2



Area 4



Area 3

Area 5

Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

Fan Created Scenario.

New Quest

By Robert Hill

Quest Background

A member of the wizards guild in town needs your help.You have agreed to help him.He has explained that recently a member was voted out because he was accused of delving into the dark arts which is strictly forbidden.The proof was overwhemling and he knew it because he fled the city when the guild had enough evidence and were going to get him to stand trial for his crime.Several months passed with no idea where he was then a party came into town claiming they found a tower,that they knew was previously empy,but now was occupied by evil beings.The party managed to get to the top of the tower but the final battle was more than they could handle.Only one member of the party was left and he fled the tower and barely managed to escape with his life.The wizards guild heard about his person and after talking to her they believe this is the wizard they are looking for.His name is Rogur and the wizards guild tells you that he is no longer human.The dark arts have turned him into a demon!

Quest Goals

Clear the tower of all evil and kill Rogur.

Important: The heroes begin with 5 conquest tokens (9 if using treachery rules).
Treasure chests:
Copper 1-2 conquest tokens,100 coins,1 copper treasure
Copper 2-1 conquest token,100 coins,2 curses,1 copper treasure
Copper 3-1 conquest token,2 curses,1 copper treasure
Silver 1-2 conquest tokens,1 curse,1 silver treasure
Silver 2-1 conquest token,100 coins,1 silver treasure
Silver 3-3 conquest tokens,3 curses,1 silver treasure
Gold 1-2 conquest tokens,2 curses,1 gold treasure
Gold 2-2 conquest tokens,1 curse,1 gold treasure
Treachery:
Green (Event)=5
Trap (Purple)=2
Monster (Red)=2

New Area

Area 1

This small room has five monsters in it.Three hounds and one of them stands out.All three of them are on the east side of the room.In front of you to your north and south are two bat creatures.A potion and a glpyh to the north catch your eye.The only door out of here has a special set of runes inscribed on it.The door reads,"Beware those who enter".

Standing before you on the wall is a lever.You grab hold of it with two hands and push it down.You watch as a door to the east slowly opens and reveals the next area.

New Area

Area 2

The door opens into a narrow corridor that was bigger at one time but has been reduced in size by a collapse of the ceiling on the southern part.Rubble covers this part of the corridor.Past that rubble it opens into a room where monsters wait for you.The largest spider you have ever seen before is one of the occupants.A skeleton hides in one corner while two beast men occupy other parts of the room.A pile of coins and a glyph fill up the spaces to the north.A chest lies to the east and a set of stairs leads you to the next level.

New Area

Area 3

As you reach the bottom of the stairs you notice a very large creature not to far from you.It stands far above your height and weilds a very large club.Past this corridor before you it opens into a room.Two skeletal figures,two winged creatures and a spider lie in wait in here.A chest and a glyph lies to the south while a potion lurks in the alcove to the north.A stairway going up lies to the east.An enclosed pool of water also occupies the room but it is far from drinkable as it smells awful and is now green in color.

New Area

Area 4

As you reach the end of another set of stairs leading up you see a corridor standing before.I has the same shape as the last area you came from.A skeleton lies directly at the bottom of the stairs waiting for heroes to enter.A beast man lies further down the corridor.In the room is two large,winged creatures with barbed tails.A hound finishes the creatures in here.To the north lies a glyph.To the south is two potions and to the east is another set of stairs and a treasure chest lies under those stairs.

New Area

Area 5

As you reach the top of the stairs a large snake like creature hisses at you very loudly.It is standing down the corridor waiting for you.This room is the same as the last two.A pit occupies the western part of this room and two skeletons are across the pit with there bows ready to shoot.Two sorcerers guard a potion and a glyph to the south.A very large demon guards the eastern end of the room.This has to be Rogur.Behind him is an altar of evil.A marble slab about human sized is covered in dried blood.This blood also oozes down all sides of this altar and pools onto the floor in a few spots.A lot of things have been killed on it that much you can tell.You have to destroy that altar.

Important: Rogur has the same stats as a master demon except he

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

has a 6 armor and 15 hit points.
Any hero can attack the altar (?).Each section has a five armor and ten hit points.

If one section of the altar is destroyed

> The altar section crumbles before you then a piercing scream echoes through the room.A scream of pain like you have never heard before.It comes from Rogur.

If both sections of the altar are destroyed

> You watch as the second peice crumbles before you.A blast wave of magic emanates from the destroyed peice and spreads out through the room and down the corridor.It is extremely loud and it is over in a blink of an eye.You look out and realize that you and your friends are the only ones left in this area.

Important: Remove all of the enemies from this area including Rogur.
The heroes receive one conquest token for killing Rogur and one for destroying the altar.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.